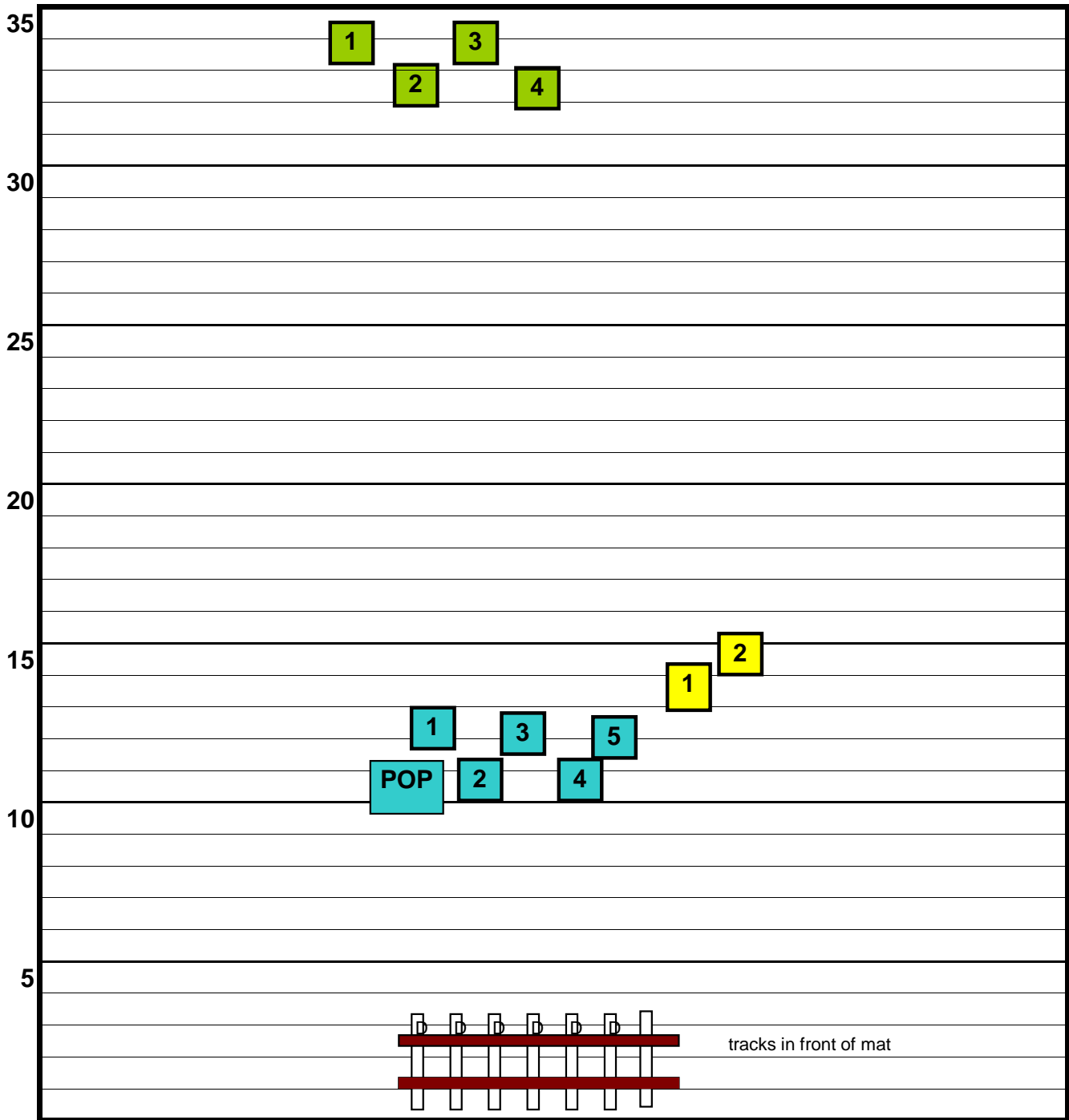
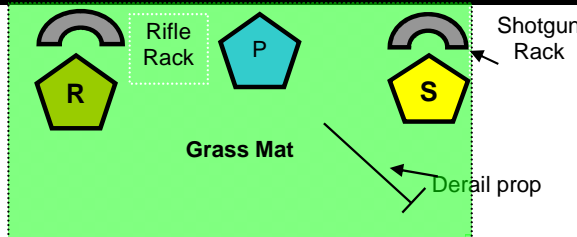


# Stage #1 - Train Thieves

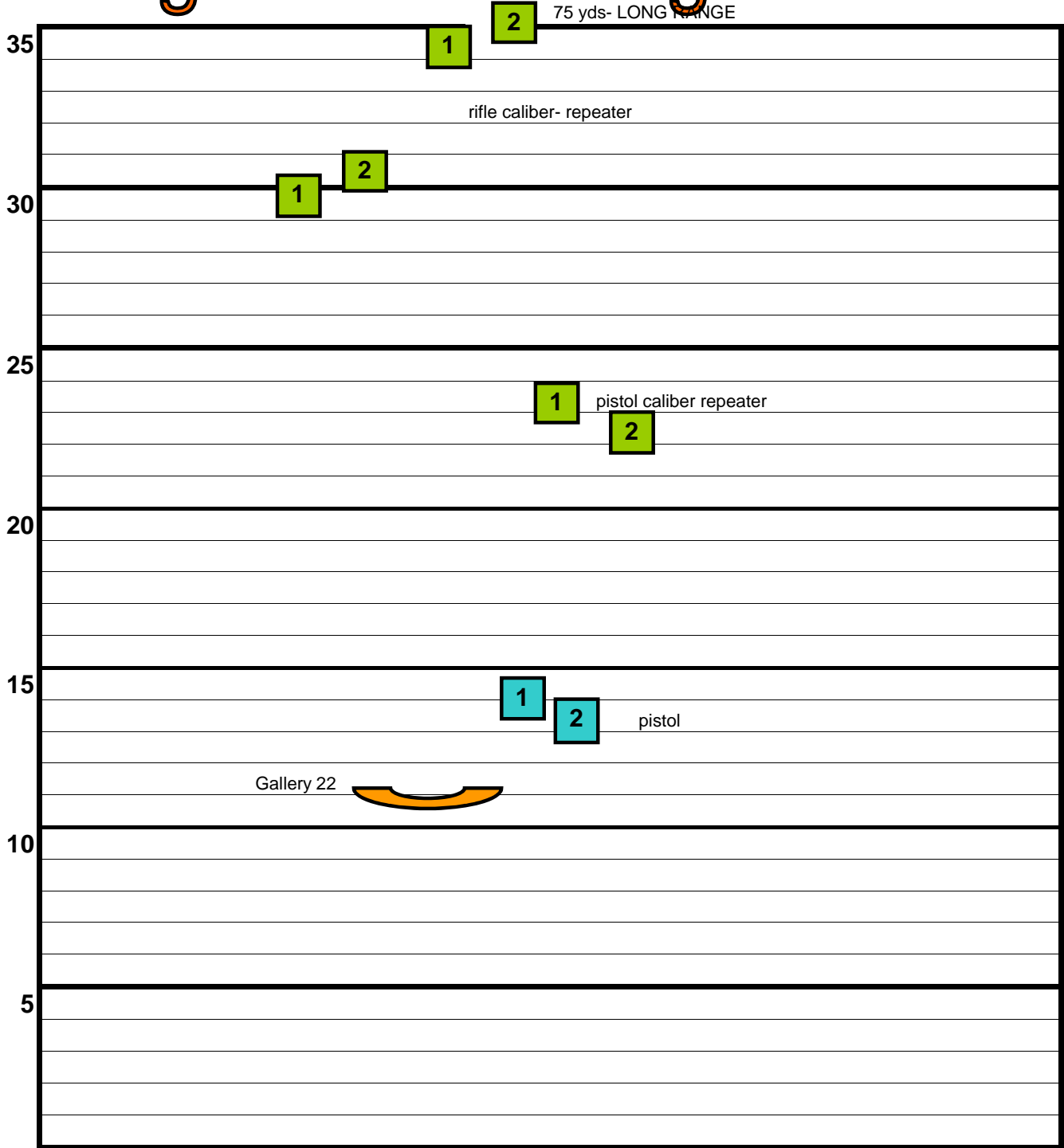


0 SEQUENCE  
 Pistol: POP-2-3-4-5  
 5-4-3-2-1- for 2-gun  
 RIFLE 1-3-2-4-1-3-2-4  
 SHOTGUN 2-1-2-1

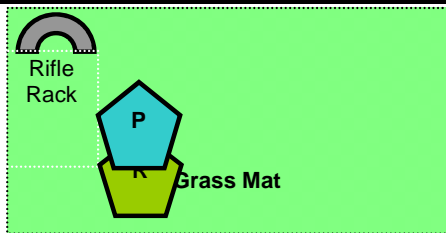


AMMO:  
 Pistol: 5 or 10  
 Rifle: 8  
 Shotgun: 4

# Stage #2 - Clearing the Pests

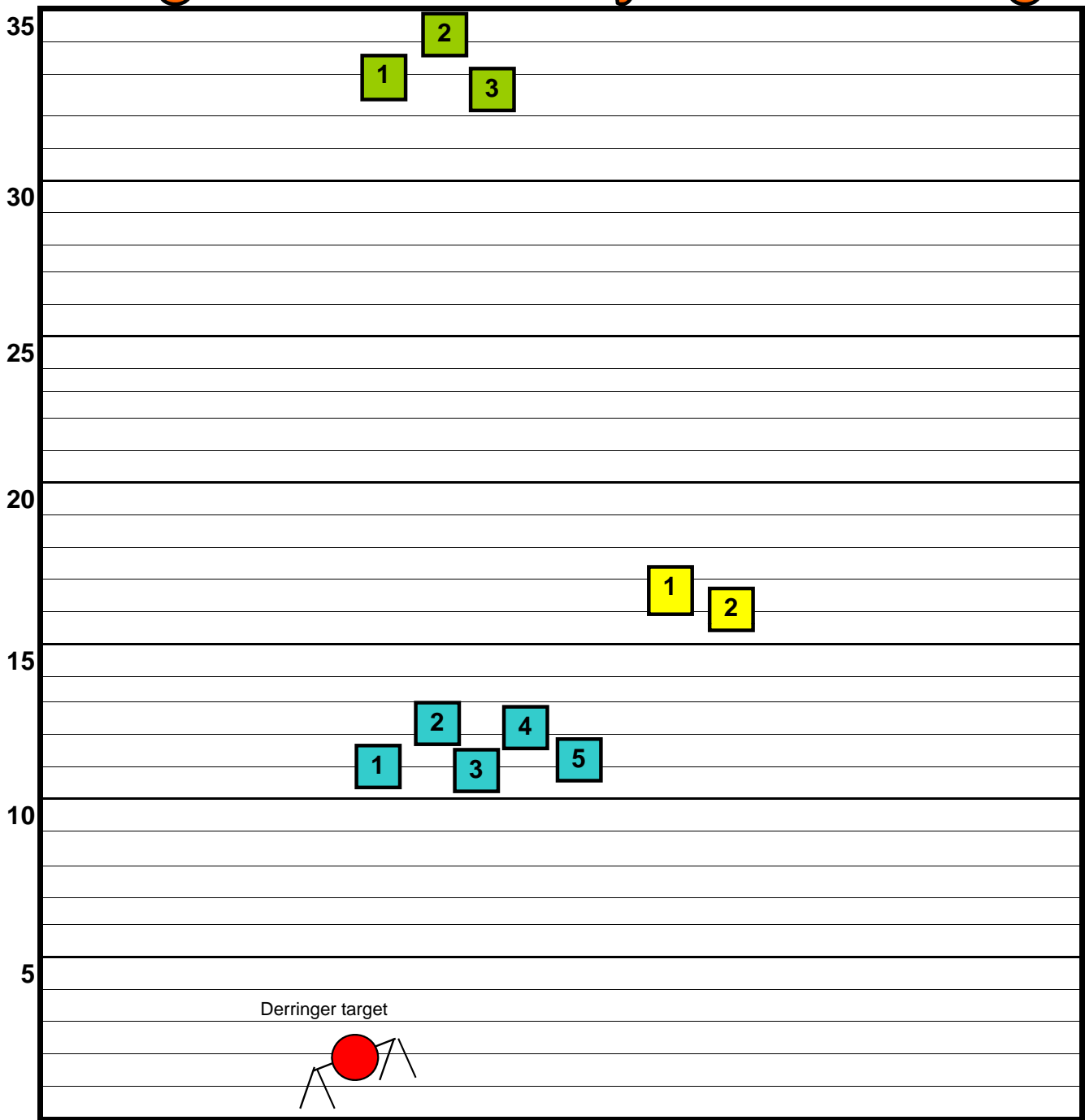


0 SEQUENCE  
 Engage targets appropriate  
 to caliber chosen  
 Shoot in any order but  
**MUST ALTERNATE**



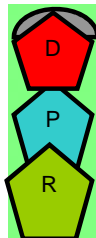
AMMO:  
 Pistol: 5 or 10  
 Rifle: 10  
 Shotgun: 0

# Stage #3 - Save your Earnings



0 SEQUENCE  
 Derr/PP: up to 4  
 Pistol: 1-3-5-4-2  
 1-3-5-4-2 for 2-gun  
 RIFLE 1-2-3-1-2-3-1-2-3  
 SHOTGUN 1-2-1-2

Rifle Rack



Dummy



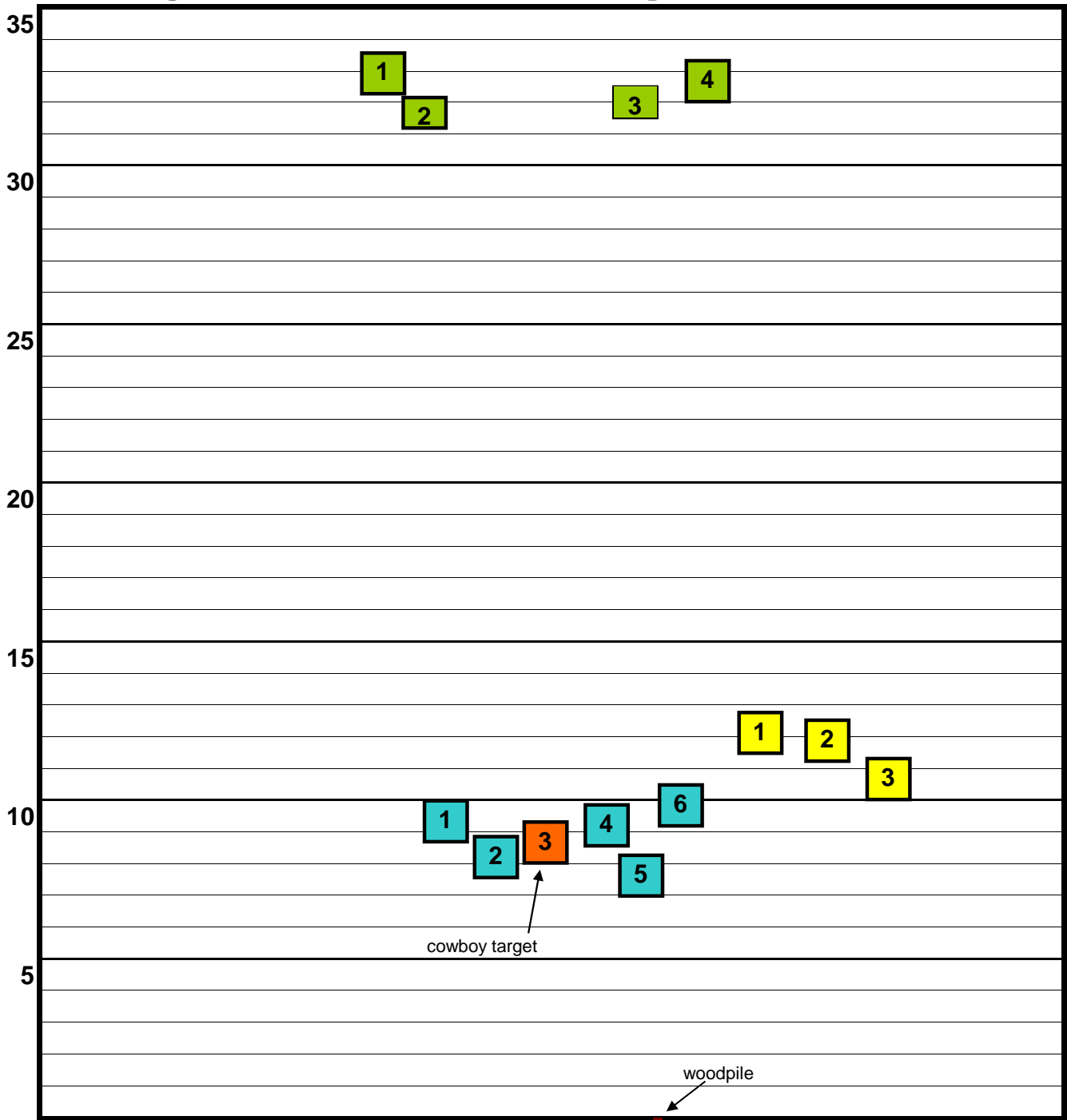
Mat



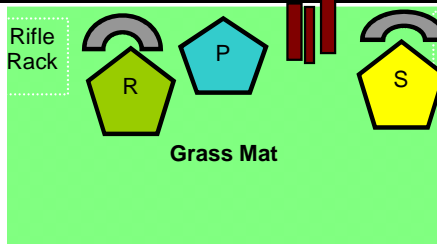
Shotgun Rack

AMMO:  
 Pistol: 5 or 10  
 Rifle: 9  
 Shotgun: 4

# Stage #4 - Starving Marauders



0 SEQUENCE  
 Pistol: 1-2-4-5-6  
 1-2-4-5-6- for 2-gun  
 RIFLE 1-2-3-4-1-2-3-4  
 SHOTGUN 1-2-3-1-2-3  
**10 SECOND PENALTY IF PISTOL 3 IS HIT**



Shotgun Rack  
 AMMO:  
 Pistol: 5 or 10  
 Rifle: 8  
 Shotgun: 6